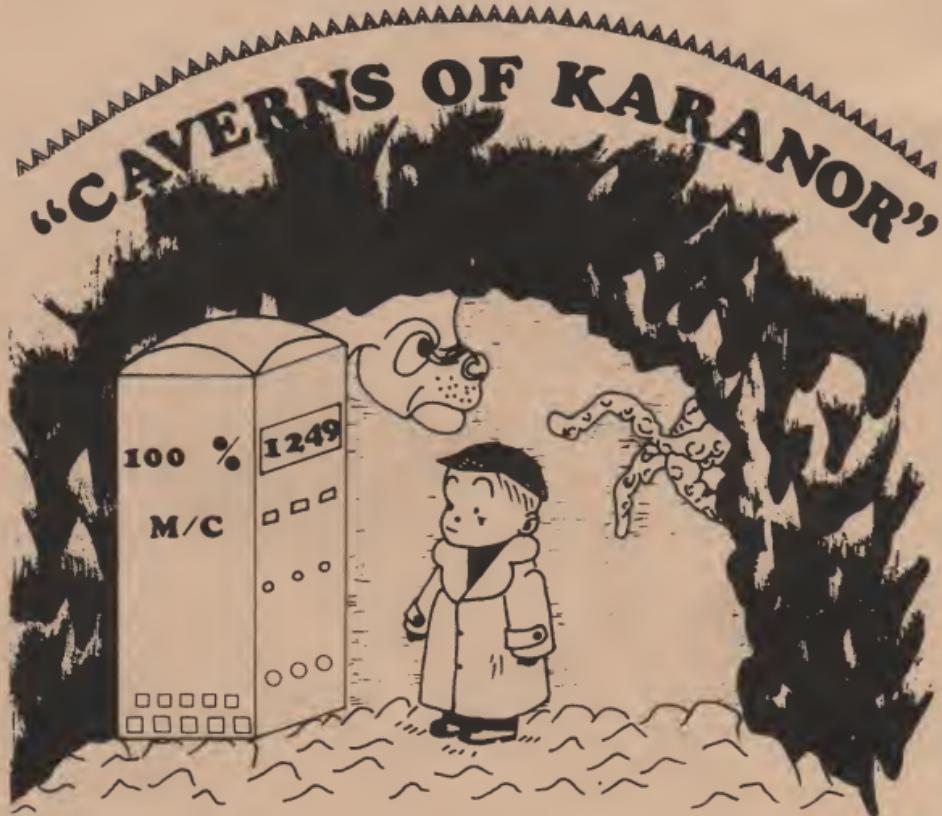


ANIMATED ADVENTURE
FOR THE SEGA 16 K



WRITTEN BY
M. BOYD FOR

POSEIDON SOFTWARE

CAVERNS OF KARANOR

The year is 2047. Bill, after retiring from a life of crime, is now a Member of the Federation, the centre link in a new world of peace. A newly appointed Member, Bill must show his worth to the Committee of Elders to obtain his seat at the High Council.

Once again, evil is at large in the Universe, this time in the form of a shape-changer. Gyldorn has centred his evil power on the Caverns below the ancient Temple of the Gods Karanor. But the power of the new evil surpasses any seen by the Federation in all its existence. Gyldorn has placed a number of breeding tanks in the Caverns, each capable of breeding many thousands of deformed beings which threaten the existence of the Human race. Many have escaped already but none have gone beyond the Caverns as yet.

Bill's mission is to cap the remaining tanks, without being destroyed by the beings that are at large within the Caverns or the other dangers that lay in wait for the unsuspecting victims. Once this is accomplished he must find the caesium timer needed to fix the teleporter needed to return him to civilisation.

How to Play: You control Bill as he goes about his mission by the following method: Joystick in Port one — left, right, fire to jump, down to pickup/drop. Keyboard — Z—left, X—right, Space—jump, CLR—pickup/drop. Or define your own keys.

Loading Procedures: Type 'LOAD'(CR), and wait for 'Loading End' to come up. Press (CR), and the loading screen will be displayed. Wait for the next two parts to load, and the message to appear at the bottom of the Title Screen. (Stop the tape and press fire or spacebar to play.)